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in: [Class C H I L L](#), [True Party Levels](#), [Safe Levels](#)

## Level 158



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### Survival Difficulty: Class C H I L L

» ☐ Safe & Secure

» ☐ Chill

» ☐ Friendly Entities



### Description

Level -158 is another True Party Level. It was made by M.E.G. and Azeutia as a gift for the UBPR. It is an infinite airport with a large amount of SPF and Wanderers. Multiple areas can be found here, such as Night Clubs, Shops, Restaurants and more! There are also multiple gates that lead to multiple planes **which** leads to different places and levels. These places will be documented below.



Inside of the Plane.

## Night Clubs

Mainly Partypoopers reside here. These clubs are very similar to Level -150, except they are not infinite. They are usually the first places you find once you enter this level.

## Restaurants

Run by Azeutian Food Market, Sadgoers, **Partypoopers** and Fake Partygoers. Restaurants serve various foods, such as Pizza, Chicken, and Royal Rations (without the addicting effect). They even have Celebrator's Cakes! *Don't worry, we cleared the area of Partygoers, with a little help of course.*

## The 8 Ball Room

Azeutian Mercenary CO. resides in this room. They will watch everything through the security cameras and stop any violence that arises while they are present in this level.

**A Store owned by the Azeutians.**

## Airplanes

They will take you to different Backrooms levels, or you can stay there and **v i b e**. There will be Flight Attendants that are willing to help you. They take Chill Coins and other forms of currency as tips. All planes are infinite and the First Class sections will be full of VIP Wanderers and Sadgoers.

## Colonies and Outposts

### Azeutian Food Market

- Set up by the A.F.CO
- Friendly
- Trade food for Items only
- Will Accept new Trainees
- Own 16 Establishments
- Guarded by Hired Security

**Isn't it beautiful?**

### United Backrooms Pacification Republic

- a Republic set up by Sadgoers, **Uninvited** and the **Partypoopers**
- Allies with the Azeutian Empire
- Friendly unless Hostile
- Open for Trading
- Will Accepting Anyone
- Fully Supplied
- Pop : 500+

### Frontrooms Campers

- Consists of 12 members (4 got on a plane back home)
- Friendly but not willing to trade
- They usually chill in the terminals, but if they find an airplane route to the frontrooms, they will rush there to return home.

## Entrances and Exits

## Entrances

- Going into an airport in [Level C H I L L](#) will lead you here.
- Nocliping into a neon light in [Level ∞](#) will bring you here.

## Exits

- Going into any airplane will lead to the level it says.
- Every day, there is a 0.00150% chance an airplane route to [The Frontrooms](#) will appear.
- Exiting through the front door will lead to [Level 151](#).
- Exiting through a front door with neon and purple lights will lead to [Level C H I L L](#).

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